

THURSDAY

TECH HOUSE:
4 pm *Wasteland of the Beasts RPG*
(Avatar 30189) "Private"
5 pm *ISS Squad*
(Space 46129)
6 pm *Dequon's Real Campaign*
(Spartan 61667)
7 pm *WFF "Private"*
(WFF/WFF 45432)

DOOM HOUSE:

6 pm *Scout's Child*
(Sunshine 37308)
7 pm *Feedback of the Myrren*
(Landscape 22064)
8 pm *TC-90*
(Jame 14913)
9 pm *Field Outlines Squadron*
(HY/TC 54411)

TECH SCENE:

6 pm *Star Wars*
(SNA 96142)
7 pm *Myrren Fan Club*
(Star Wars 96538)
8 pm *Macro Media*
(Complex 50761)

SINGLES CLUB:

6 pm *Uncanny Vibe*
(Star Wars 30189)
7 pm *Complex RPG*
(Puzzle 22064)
8 pm *MCM Conference*
(Jame 14913)

EUROBATTLE:

6 pm *Major Meeting*
(WFF/WFF 45432)
7 pm *Empire of the Stars*
(Epsilon 20000)
8 pm *Serious Fata*
(Jame 14913)
9 pm *Penny Workshop*
(Star Wars 96538)

CHICK CLUB:

7 pm *Overlords Academy*
(Beta 32130)
8 pm *Red Dwarf*
(Puzzle 22064)
9 pm *Kazari Patrol*
(WFF/WFF 45432)

PILOTS LOUNGE:

6 pm *Star Wars RPG "Private"*
(Avatar 30189)
7 pm *Star Wars RPG "Private"*
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8 pm *Star Wars RPG "Private"*
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9 pm *Star Wars RPG "Private"*
(Avatar 30189)

TEEN BANGS:

6 pm *Soldiers of the Sky Squad*
(Doom 33418)
7 pm *Virtual Knight SG*
(Doom 33418)
8 pm *Star Wars RPG "Private"*
(Avatar 30189)

RPG ZONE:

6 pm *Red Dragon Inn*
(Avatar 30189)
7 pm *Castle of Cool "Private"*
(Space 46129)
8 pm *Overlords RPG*
(Beta 32130)
9 pm *Star Wars RPG "Private"*
(Avatar 30189)

GO-GOCHICKS:

7 pm *Star Wars RPG*
(Avatar 30189)
8 pm *Star Wars RPG*
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9 pm *Star Wars RPG*
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FRIDAY

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1994 MARCH 1994

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Maybe you should look into getting a foursome together on The Imagination Network. INN's 3-D Golf is new with version 2.3. It's the most fun you can have without having to replace divots. You can sign-up for 2.3 in The INN Mall, or call 1-800-IMAGIN-1 for details.

IMAGINATION!

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3-D GOLF Continued from page 1

game of 3-D Golf. I sent the invitation when we arrived at Fairway Bend. I chose an 18 hole round and a standard net stroke game. Other options were two variations of Match Play, three variations of the Skins game and several other alternatives. I almost felt as if I was organizing a PGA tournament! I was able



to configure my personal style of play by opting to be a beginner and considering myself an "aimer" rather than a putter. This style of play brings your personal style of golf to the game.

I've played off-line golf games, but they are missing one thing — the camaraderie. This and the chat feature sets 3-D Golf apart from other golf games. The quality of this program sets INN apart from other services. The spectacular graphics are all very detailed and well designed. I think the mountains impressed me the most when I first played. The course has a serene effect, very nice.

Lily and Maud were clowning around while waiting for me to hit. I chose where I wanted to aim my shot, which club to use and my stance. We all negotiated that sand trap differently. Lily and I took the safe route to the side, but TC and Maud had the guts to attempt to hit over it. All of us managed to par the hole.

The second hole was profitable to all of us. My first shot went 230 yards down the center of the fairway. TC managed to find the rather large sand trap 225 yards away and to the left. This brought on a few jokes. Lily teased that he should use a beach ball if he was going to play in the sand. Maud suggested he should have brought his pail and shovel with his golf clubs. I couldn't resist telling him that rather than driving a golf cart, he should rent a camel.

Being a good-natured person, TC took this all in stride and still managed to par the hole with an excellent second shot, chip shot and putt. Meanwhile Lily sank a 17-foot putt for par even though she claimed the wind was blowing her hair into her eyes. Maud birdied the hole by making a 42-foot putt, the longest putt I've ever seen made here.

I made par thanks to a chip shot that hit a pole and bounced to within 31 inches from the hole, although I'd left a gigantic divot.

We stopped to admire the breathtaking view on the 10th hole. It overlooks a



stream and boasts one of the best views of the mountain landscape. We discussed strategy for each hole, especially the 11th, where there is a fierce uphill slope

from the tee. I usually drop down a couple club sizes to get over the hill.



Comparing this program to other commercial golf games I've played, is no contest. This game has the graphics and features of any game in the stores. For me, INN 3-D Golf has a big advantage — time with my friends.

We all had a great time joking around. The messaging system is excellent and it makes it a fun place to go with friends or soon-to-be friends. The game itself gives people opportunity to talk and have a good time playing golf.

Oh, by the way, TC did want me to mention that if you hit the ESC key twice, you can cancel your shot (if you don't like it) before you hit it. You can do the same thing by hitting the right mouse button twice. Maud wants me to mention that Alt-G will turn on a grid to aid you in judging the slope of the greens. Lily wanted me to remind you to watch out for the wind blowing your hair.

You can find simple instructions in the SierraLand.Doc file in your INN directory. You might want to read those before you play but is not necessary. This game is fun and addicting whether you play it alone or with friends.



EARTHQUAKE Continued from page 3

words have been shared on-line since the earthquake. In addition to the all-important speed-of-light exchange of information, emotions and feelings were transmitted as well, as our on-line family banded together to help those in desperate need of assistance and support.

Interestingly, what network and cable television were unable to offer in this disaster — on-line computing did. On-line, individuals were able to receive specific information about their loved ones and were often able to participate in the same

sort of personal exchange telephone companies were unable to provide. On-line services proved to be a crucial link, allowing almost immediate contact

NORTHRIDGE EARTHQUAKE

between residents of the quake area, and the rest of the world.

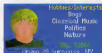
These electronic connections bring to mind, and seem to validate, the human element of on-line computing. Throughout

this horrible and unfortunate catastrophe, computers were indeed the tool that granted us connectivity — but we should not forget sitting behind every one of them, was a living, breathing, and most importantly, a feeling human being.

(Author's note: the names and addresses of persons mentioned in this article have been changed to protect their privacy.)

Steve and Debbie Baumrucker are the authors of "Love at First Byte," and "Lovesakes from the Net" respectively. They are always looking for new stories, and can be reached at INN mailbox 77268.





INN Chess Club News



The newest version of **ImagInation**, featuring a revamped chess program, has had a big impact on activities at the INN Chess Club. The most important changes result from the chess clocks installed in version 2.3, which enable players to set time limits on their games. With many options to choose from, the clocks are designed to suit any player's preferred tempo. Speed chess players delight in racing against short time controls such as five minutes, while others may choose a more relaxed pace.

In response to the new opportunities offered by time controls, the Chess Club has held new tournaments, ladder competitions and speed chess events.

Faster Than a Speeding Bishop!

A five-round Quick Chess tournament was held December 26 to celebrate version 2.3. With five straight wins, NYKnicks (rated 2150) took first place in the East Coast section. The winner for the West Coast was Barry19 (rated 1900), who won on tie-break after he and BobWex both won four games.

First prize was the player's choice of any game in the INN Mall.

Congratulations to both winners!

Meanwhile, the club's new biweekly blitz tournaments, called "The Saturday Night Fights (Just for Fun)," put all the action and excitement of speed chess at your fingertips. This "no prizes, just glory" event is held every other Saturday, with five rounds of five-minute games. The action starts promptly at 6 pm in the Chess Club, with registration from 5:15

pm to 5:45 pm (Pacific Time). For more information, see the Special Events Bulletin Board.

The first Blitz Kings, winners of the January 15 tournament, were IceDice and Steve, each with four wins.

Prize Tournaments Planned

The chess club plans to have more frequent Swiss System prize tournaments this year, starting with a six-round event which began January 27. Tournaments will be played with time controls of G/90 (game in 90 minutes per player) and 40/2; SD/1 (40 moves in 2 hours, followed by "sudden death" in 1 hour).

Club Crowns Top-Rung Players

In hard-fought battles for the top positions in the chess club ladder competitions,

Pagony and CrtJester earned the title of 1993 Ladder champions.

Pagony held the highest rung on the Gold Ladder, open to all players, on December 31. In addition, he had earned 12 stars by defeating other top-ranked players. Stars are earned for each win scored while ranking on the eighth, or highest, level.

On the Blue Ladder, CrtJester was champion on the eighth level with four stars. This competition is reserved for unrated players or those with a US Chess Federation rating under 1400 (novice level).

Players on the ladders climb one rung for each victory and drop a rung with each defeat. Games are scheduled regularly, several days each week. The two ladders together have more than 100 active players.

Ladder Players Watch the Clock

Games played for the Gold and Blue ladders are now governed by a default

time control of G/60, chosen by club vote. However, two players meeting for a ladder game may agree on any other available time control.

Juniors Take Off

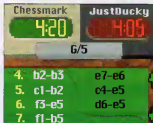
A new Junior Ladder for players 14 years of age and younger began January 4. Rounds are played every Tuesday and Saturday at 5 pm Pacific time. New players can join any week. For more details, contact Chessalla (Box 31296) or ask on the Chess Club Administration Bulletin Board. Either way, remember to include your mailbox number.

More 2.3 Goodies

Version 2.3 has other valuable features besides the clocks. Games are recorded in coordinate notation on a move list that can be saved as a text file or imported into commercial chess programs. Also, games in progress can be restored to any earlier move, allowing players to

explore different variations. By first saving your original game, you can return to it after you're done. This "take back" feature will be very useful for teaching chess on INN.

INN



Standard chess notations can be saved to disk and the chess clock is adjustable.

One On One With ImagiNation Special Edition! Home Improvement Stars Jonathan Taylor Thomas and Zachery Ty Bryan



Jonathan Taylor Thomas

By popular demand, Jonathan Taylor Thomas and Zachery Ty Bryan will return as featured guest speakers in two new One On One With ImagiNation conferences. Join Zachery on Monday, March 7 at 6 pm and Jonathan on Monday, March 14 at 7 pm for one or both of the 90-minute events.

Jonathan and Zachery play the two eldest sons of Tim Allen on the top-rated television show, *Home Improvement*. The

show is based on Tim Allen's stand-up comedy parodying the macho image and the difficulties of a suburban family whose patriarch hosts "Tool Time," a home-improvement TV show. *Home Improvement*, airs Wednesday nights on ABC.

In previous INN appearances Jonathan



and Zachery answered questions about their favorite ImagiNation games and their favorite ImagiNation lands. They talked about *Home Improvement* and what it is like being a child star and working with Tim Allen. They also shared their favorite ice cream flavors as well as their favorite



Zachery Ty Bryan

music and TV shows.

If you missed one of their previous appearances, be sure to arrive early to this very popular event. Previous appearances by these two stars were so successful, it was necessary to rotate members in and out of the conference room. In all, more than 300 members have attended these fun-filled and informative events.

INN

CHOOSE THE WORD THAT IS MOST NEARLY SIMILAR TO "PREROGATIVE":

1 OF 15

- INQUIRY
- CAUTION
- STIPULATION
- CHOICE
- PRIVILEGE

HINTS

BAD CHOICE
SPILL THIS INQ
ON THE LEGE

1000

1

2

3

4

5

1000

Fedora: out of 42? that's pretty good

Carrie: I usually do a lot better

Fedora: Well, we shall see next game

Are you having fun though

phicFT: hello everyone

Carrie: Yes - I'm having fun!

Can You Believe It!

There are actually people out there who think they're smarter than you. It's true! Well now you can show off nationally with INN's version 2.3 NTN Trivia and prove who is who once and for all. Order version 2.3 in The INN Mall, or call 1-800-IMAGIN-1 for details.

IMAGINATION!

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